CLAIMS

1. (Currently Amended) A computer-implemented method comprising computer-

executable instructions, the method comprising:

examining a plurality of nodes within a media timeline, wherein:

the media timeline is for exposure over an application programming

interface (API);

one or more nodes reference respective media:

dividing the media timeline into one or more presentations, wherein each

presentation describes a rendering of the media for a particular interval of time, and

wherein each presentation describes a collection of software components that, when

executed, provides the described rendering of the media for the particular interval of

time, wherein the collection of software components include a transform and comprise

at least one of a timeline source configured to support a dynamic change to the media

timeline, a first media source, a media session, a media engine, a source resolver, or a

media sink:

configuring at least one node for communication of events to another node such

that a change may be made to the media timeline while the media timeline is rendered

and communicated to at least a parent node, wherein the rendered media timeline is

presented on an output device;

loading each software component described by a first collection;

executing each software component described by the first collection; and

loading each software component described by a second collection, wherein

each software component that is described by the second collection is loaded during the

executing of the first collection such that the first collection is available to be rendered on the output device while a second media source is loaded.

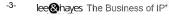
- 2. (Canceled).
- 3. (Canceled).
- 4. (Previously Presented) A method as described in claim 1, wherein:

each presentation describes a respective partial topology of software components; and

the respective partial topology is for resolving into a full topology that references each software component utilized to render a respective presentation.

- 5. (Canceled).
- 6. (Canceled).
- (Original) A method as described in claim 1, further comprising receiving a request from the application over the API to render the media timeline.
- 8. (Previously Presented) A method as described in claim 1, wherein at least one node is configured to reference an effect to be applied to an output of the media referenced by the node.

Serial No.: 10/782,732 Atty Docket No.: MS1-1849US Atty/Agent: Kristina M. Kuhnert



(Previously Presented) A method as described in claim 1, wherein at least one node is specified as read-only.

10. (Canceled).

11. (Previously Presented) One or more computer readable storage media

comprising computer executable instruction that, when executed on a computer, direct

the computer to perform the method of claim 1.

12. (Currently Amended) A computer-implemented method comprising

computer-executable instructions, the method comprising:

receiving a call from an application over an API for rendering a media timeline,

wherein:

the media timeline includes a plurality of nodes, wherein the plurality of

nodes comprises at least a parent node and a child node;

two or more nodes reference respective media:

the media timeline defines one or more presentations including media:

the media timeline defines one of more presentations including media,

rendering the media timeline to output each presentation to an output device,

wherein the rendering further comprises dividing the media timeline into the one or more $% \left(1\right) =\left(1\right) \left(1\right)$

presentations such that each presentation describes a collection of software

components utilized to render media for a particular interval of time, wherein the

collection of software components include a transform and comprise at least one of a

Serial No.: 10/782,732 Atty Docket No.: MS1-1849US Atty/Agent: Kristina M. Kuhnert

-4- lee@haves The Business of IP*

timeline source configured to support a dynamic change to the media timeline, a media

source, a media session, a media engine, a source resolver, and a media sink;

configuring at least one node for communication of events to another node such

that a change may be made to the media timeline while the media timeline is rendered

and communicated to at least the parent node,[[by]] the change performing at least one

of the following:

changing to a property of the at least one node;

adding one or more additional nodes as a child to the at least one

node;

removing one or more nodes that are children of the at least one

node;

adding an effect to the at least one node; and

removing an effect from the at least one node;

loading each software component described by a first collection;

executing each software component described by the first collection; and

loading each software component described by a second collection.

13. (Previously Presented) A method as described in claim 12, wherein the

rendering further comprises:

examining the media timeline.

-5-

Serial No.: 10/782.732

14. (Previously Presented) A method as described in claim 12, wherein:

each collection does not change for the particular interval of time described by

a respective presentation.

15. (Previously Presented) A method as described in claim 12, wherein:

each presentation describes a respective partial topology of software

components; and

the respective partial topology is for resolving into a full topology that references

each software component utilized to provide a respective presentation.

16. (Canceled).

17. (Previously Presented) A method as described in claim 12, wherein at

least one node is configured to reference an effect to be applied to an output of the

media referenced by the node.

(Canceled).

Serial No.: 10/782.732

Atty Docket No.: MS1-1849US Attv/Agent: Kristina M. Kuhnert

19. (Previously Presented) One or more computer readable storage media

comprising computer executable instruction that, when executed on a computer,

configure the computer to perform the method of claim 12.

(Currently Amended) One or more computer-readable storage media
comprising computer executable instructions that, when executed on a computer, direct

the computer to divide a media timeline into one or more presentations, wherein:

the media timeline is for exposure via an API to one or more applications;

the media timeline includes a plurality of nodes, wherein the plurality of nodes

comprises at least one of a parent node and a child node configuring at least one node

for communication of events to another node such that a change may be made to the

media timeline while the media timeline is rendered and communicated to at least the

parent node;

at least two nodes reference respective media:

each presentation describes rendering of respective media to an output device

for a particular interval of time, wherein each presentation describes a collection of

software components that, when executed, provide the described rendering of media for

the particular interval of time, and wherein the collection of software components

include a transform and comprise at least one of a timeline source configured to support

a dynamic change to the media timeline, a media source, a media session, a media

engine, a source resolver, and a media sink; and

the one or more computer-readable media further comprises computer

executable instructions that, when executed on the computer, direct the computer to:

load each software component described by a first collection;

execute each software component described by the first collection; and

load each software component described by a second collection.

Serial No.: 10/782,732 Atty Docket No.: MS1-1849US Atty/Agent: Kristina M. Kuhnert

-7- lee@hayes The Business of IP*

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- 21. (Canceled).
- 22. (Canceled).
- (Previously Presented) The one or more computer-readable storage media as described in claim 20, wherein:

each presentation describes a respective partial topology of software components; and

the respective partial topology is for resolving into a full topology that references each software component utilized to provide a respective said presentation.

- 24. (Previously Presented) The one or more computer-readable storage media as described in claim 20, wherein at least one node is configured to reference an effect to be applied to an output of media referenced by the node.
 - 25. (Canceled).
 - 26. (Currently Amended) A system comprising:

a memory;

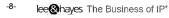
a processor coupled to the memory;

a plurality of media;

a plurality of applications; and

an infrastructure layer that:

Serial No.: 10/782,732 Atty Docket No.: MS1-1849US Atty/Agent: Kristina M. Kuhnert



provides an API for the plurality of applications which exposes a

media timeline that describes one or more presentations of the plurality of media;

and

manages rendering of the one or more presentations, wherein each

presentation describes rendering of media to an output device for a particular

interval of time, and wherein each presentation describes a collection of software

components configured for dynamic loading such that the collection of software

components provide the described rendering of the media for the particular

interval of time, wherein the collection of software components include a

transform and comprise at least one of a timeline source configured to support a

dynamic change to the media timeline, a media source, a media session, a

media engine, a source resolver, and a media sink, wherein the collection of

software components are loaded only when needed,

the media timeline includes a plurality of nodes;

at least two nodes reference respective media; and

at least one node is configured for communication of events to another

node such that a change may be made to the media timeline while the media

timeline is rendered and communicated to at least the parent node.

27. (Canceled).

28. (Canceled).

Serial No.: 10/782,732 Atty Docket No.: MS1-1849US Atty/Agent: Kristina M. Kuhnert

-9- lee@hayes The Business of IP*

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29. (Previously Presented) A system as described in claim 26, wherein the collection of software components does not change for the particular interval of time

described.

30. (Previously Presented) A system as described in claim 26, wherein each

presentation:

describes a respective partial topology that reference one or more software

components that, when executed, provide the described rendering; and

the respective partial topology is for resolving into a full topology that references

each software component that provide the rendering.

31. (Canceled).

32. (Canceled).

33. (Previously Presented) A timeline source comprising computer instructions

that, when executed by a computer, provide:

means for dividing a media timeline into one or more presentations each

describing a rendering of one or more media during a particular interval of time, wherein

the media timeline exposes a plurality of nodes to a plurality of applications, wherein

one or more nodes reference respective said media, and wherein the media timeline is

configured for dynamic loading such that metadata included in at least one node

specifies a collection of nodes to be loaded when the media timeline is rendered.

wherein the rendered media timeline is presented on an output device, wherein at least

one node is configured for communication of events to another node such that a change

 $\underline{\text{may}}$ be made to a property of the at least one node while the media timeline is rendered

and communicated to at least the parent node.;

means for determining a topology for each presentation, wherein the topology

references a collection of software components that, when executed, provides the

rendering: and

media processor means for executing the topology for each presentation that is

described by the media timeline.

34. (Previously Presented) The timeline source as described in claim 33,

wherein each collection does not change for the particular interval of time described by

a respective presentation.

35. (Previously Presented) The timeline source as described in claim 33.

wherein the topology is a partial topology is for resolving into a full topology that

references each software component utilized to provide a respective presentation.

36. (Canceled).

37. (Canceled).

Serial No.: 10/782,732 Atty Docket No.: MS1-1849US Atty/Agent: Kristina M. Kuhnert

-11- lee⊗hayes The Business of IP*

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- 38. (Previously Presented) The timeline source as described in claim 33, wherein the media timeline is configured for dynamic creation such that at least one node is created while the media timeline is rendered.
 - 39. (Canceled).
- 40. (Previously Presented) The timeline source as described in claim 33, wherein at least one node is specified as read-only.
- 41. (Previously Presented) The timeline source as described in claim 33, further comprising means for translating a time specified by one node for rendering the one node with respect to a time specified by another node.